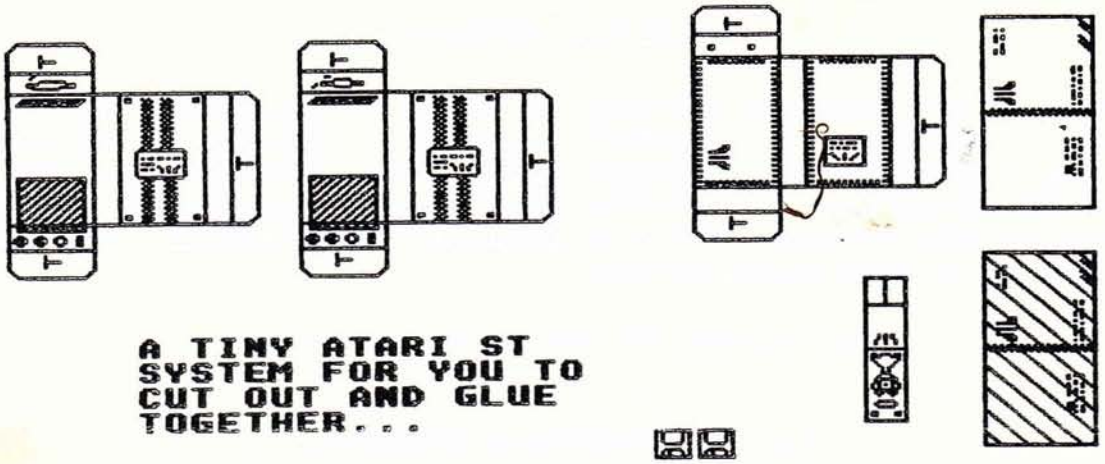
The I/O Connector

The newsletter of the San Diego Atari Computer Enthusiasts

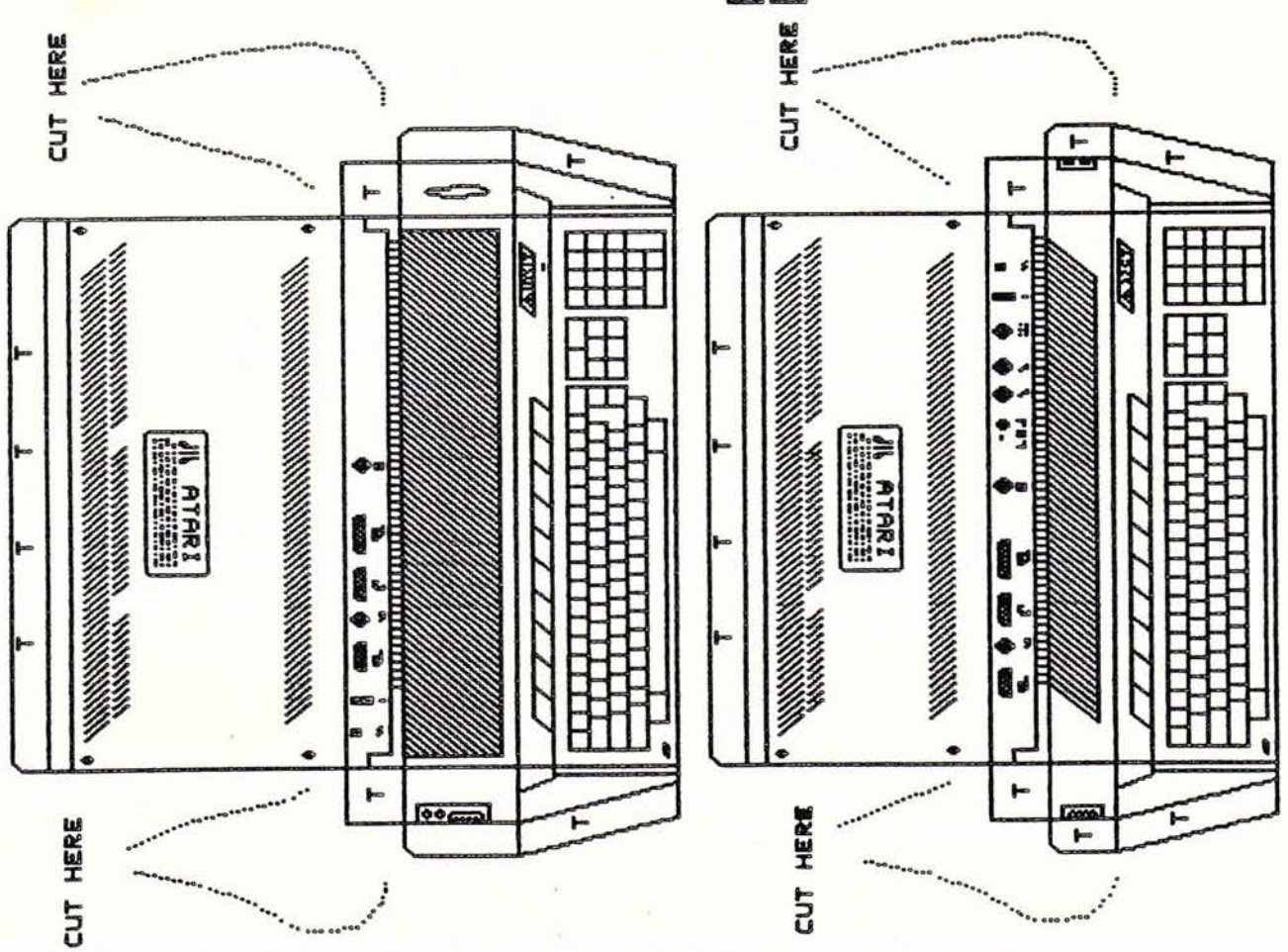
July 1987

(SDACE * P.O. BOX 203076 * SAN DIEGO * CA * 92120)

The Mini ST



A TINY ATARI ST SYSTEM FOR YOU TO CUT OUT AND GLUE TOGETHER...



The San Diego Atari Computer Enthusiasts

(S.D.A.C.E.) is an independant, non-profit organization and user group with no connection to Atari Corp. Membership includes access to the program library, subscription to the **I/O Connector**, and access to any other club activities. Permission to reprint articles from this newsletter in any non-commercial form is permitted withot specific authorization, as long as original credit is given.

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ST Libararian	Mike Odegard	574-0106	Memship Ofcr	Dick Haitt	463-8460
Newsletter Editor	Peter Payne	560-4272			

(Call between 5:00 pm and 9:00 pm please)

Correspondence address:

San Diego Atari Computer Enthusiasts
P.O. Box 203076
San Diego, CA 92120

S.D.A.C.E. Bulletin Boards

S.D.A.C.E. 8-bit BBS
Sysop: Eddie Woods
(619) 566-343

S.D.A.C.E. ST BBS
Sysop: Rick DeHaven
(619) 284-3821

Submissions To The Newsletter

are most welcome, and are due by the third Monday of the month, for the next month's newsletter. Mail printed copy or returnable disks with text files (ST single sided format please) to the club's P.O. Box, or upload the file to one of the S.D.A.C.E. bulletin board systems.

Buy/Sell/Trade

ads, available on a space-available basis, are free to club members. The Editor will accept ads at meetings, through the club's P.O. Box, or via telephone. Deadline for classifieds is the same as articles.

Editor's Feedback

From the desk of Yours Truly...

Really small newsletter this time, folks. I apologize for the shortness--I've been up all night trying to get everything ready as it is. The President's article and the ST VP's article aren't here, due to a late-night mix up with the ST BBS. They'll have extra long articles next month.

How do you like the new format of the newsletter? Ready Set Go helps me so much, makes my job a lot easier. I apologize for the duplication quality of last month's issue, the super-cheap place we went to, Cal Copy, proved to us that you do get what you pay for.

While I'm on the subject of apologies, I have to apologize to the 8-bit SIG for missing another meeting, the first 8-bit meeting in the new Mira Mesa facility. As a result, the club's 8-bit system wasn't there again. I'm really sorry, guys, and I promise, I will be attending the meetings regularly, as well as making sure the 8-bit system is in the hands of someone who can make it all the time.

ST users: I had inquired about the possibility of the Thunder-scanner, one of the best printer-head digitizers on the Macintosh, being developped for the ST. They say there are no plans to support the ST computers. There is some good news: Sir-tech says that a translation of the immensly popular dungeon adventure game, Wizadry, "might not be too far off in the future." Let's hope that they make good on this statement, because I for one am interested in playing Wizadry on the ST.

8-bit Users: the turnout for the new Mira Mesa meeting was good, and the meeting place seems to be working out well. They 8-bit officers will be discussing adding a workshop type of format to the meeting, to help new users, etc. Your input is helpful--leave mail to the sysop on the 8-bit BBS, or talk to one of the officers at the meetings.

Everyone give a big round of applause to the new 8-bit librarian, David Becker, who had the new Disks of the Month at the 8-bit meeting, and generated $75! Way to go, Dave! Remember, every month he'll have a new disk of the newest and most interesting PD programs from *GEnie* and other sources, so be sure and show up at the 8-bit meetings. Hey! I'm talking to you! Now you have a good reason to attend the 8-bit SIG! Another is that, at the Mira Mesa facility, vendors and sales are allowed, so **GO! GO! GO!** What? Lost the map from last month's newsletter or didn't receive it? Well, give me a call, I'll give you directions.

By the way, let's all make sure to call and support the SDACE 8-bit BBS, one of the best 8-bit BBSs around. There are over 4 megs of public domain files online, with over 200 users to chat with, so please call!

The classifieds are being discontinued soon unless the members start using them. The classifieds have proven to be a good way to sell things. All you have to do is call me in the evening and read me what you want to sell. They're useful, but I won't have space taken up by something which has been access some five times by club members.

If you have missed issues or aren't getting issues of the newsletter which you're entitled to, please call one of the officers up and let us know, preferrably Dick Haitt, since he's in charge of those things. Of course, if you're not getting your newsletter, you're not reading this, so why am I wasting everyone's time?

SDACE just got a letter from Walczaka, Poland, from a Mr. Marek Paskiewicz, owner of an Atari 130XE. He's begging us to send him some software and literature. Poor guy. We've also gotten letters from Britan and Kuwait, from Atari users wanting to exchange PD software or join the user group.

Well, that's about the jist of this month's column. Until August, I'll be seeing you...

Peter Payne

SSI CONTEST RESULTS

WINNERS LIST

Atari 16-Bit	Atari 8-Bit
1st	1st
Guy Davis	William P. Anderson
2nd	2nd
Gary Hienz	Gary Clevenger
3rd	3rd
To Be Announced	

Congratulations to the winners and thanks to all of you who participated.

Frank Cascio - SDACE ST Program Director

Answers:

1. The Shattered Alliance - 1/82
2. The Battle of Shiloh - 5/82
3. Tigers in the Snow - 8/82

Many thanks to SSI for their support.

(Unawarded prized will be given out as door prizes at the monthly meetings.)

CAUTION

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S.D.A.C.E. Classifieds

For sale: TRS-80 Line Printer IV
Wide 132-column paper
Needs RS-232. Call Peter 560-4272

Back Issues of Antic and Analog
Call Dave 475-6790

Due to lack of support from the Membership, the Classifieds will be discontinued soon, unless people start using them. Next month will be the last month, unless they start getting some use.

LISTING OF SAN DIEGO AREA ATARI BBSs

Area code 619, 300/1200 BAUD, 24 hours a day unless otherwise noted

Code		Name	Computer	Baud	Number
1		Sherwood Forest	8-bit	2400	276-5603
3		Fred's Place	8-bit	2400	560-8173
1		Polaris	8-bit	300	566-6210
3		The Highlands	8-bit	3/12	298-8475
		The Atari Fortress	8-bit	3/12	426-4253
3		8-bit SDACE	8-bit	3/12	566-3430
1		Penthouse Suite	8-bit	3/12	279-2722
1	!	Aardvark	8-bit/ST	2400	272-5553
4		ST-SDACE	ST	3/12	284-3821
4		ST MIDI Connection	ST	2400	452-7535
4	!	Computer Blvd.	ST	2400	589-0565
4		Computer Plus BBS	ST	3/12	691-7862
4	*	Computer Outlet	ST	2400	282-6815

1 = TCxe, 2 = Forem, 3 = BBS Express
4 = Michtron (ST)

(*=Limited hours, !=Magic Sac support)

For corrections or additions, please contact the editor!

Shanghai

By Activision, for the ST
Reprinted from Pokey Press

This game is based on *Mah-Johngg*, an ancient Chinese tile game, and it isn't as easy as it looks. The folks at Activision have put together a really nice little package, with a few minor exceptions.

The object is to find pairs of identical tiles and remove them from the pyramid (five high in the center) that they are stacked in. They are always in differnt places, thanks to the computers ability to to do random things. 144 tiles. Are you up to the challenge? There are 12 Dragon tiles, 16 Winds, 4 Seasons, 4 Flowers, and 108 Suit Tiles, either Dots, Bams (bamboo), or Craks (characters or actors). They are laid out in a pyramid called a Dragon.

The object is to remove pairs, but that is just part of it. They may only be removed if they can be moved left or right, not up or down. And then, you must make sure that they are on a level which allows them to be moved. Then use strategy, think moves ahead. What will happen if I move this tile?

The game allows for solitare play against the computer, as well as teams competing against each other, in a tournament or you can challenge a person against the clock. Any game will get the adrenaline flowing. The game also makes good use of the GEM menu bars to restart games, give help, hints and remind you which tiles are which.

I'm not the biggest strategy game player around, but I love this one. It is a very big challenge. And very frustrating to find out that you can't move any more tiles, your strategy didn't work, so you just go to the GAME menu bar and start all over. There's nothing else to do.

My only complaints are that the title screen should have sound, to add to the effect, the sound effects should be much better (they consisted of the standard ST fading ding bell, which has been overused so much), and that the graphics aren't the greatest.

But all in all, I recommend this program to everyone. Good luck, you'll need it.

- Jim Woodward

A Quick, Advance look at WordPerfect For the Atari ST

Reprinted from The Pokey Press

(Editor's note: the following is a brief product description of the features to be expected with the upcoming release of Word Perfect for the Atari ST. Although the program is still in the debugging stage, and no full release is expected until full summer, WordPerfect appears to be the professional, full-featured word pro-cessing package that many have been waiting for since the ST came out).

WordPerfect Corporation is introducing WordPerfect for the Atari ST. The following is a brief list of features for this professional word processor:

Compatibility - File compatibility with WordPerfect 4.1 for the IBM PC and other comptuers, allowing for direct document transfer to and from the ST without losing document format. Function keys are definet the same between versions, for increased ease of learning.

Footnotes/Endnotes - Footnotes and endnotes are automatically numbered and renumbered as you edit. Footnotes are properly places at the bottom of the page, and endnotes are compiled a the end of the document. There is no limit to length, as all notes can overflow the current page if you designate.

GEM Interface - WordPerfect fully supports the GEM interface. Virtually all functions may be easily accessed with either the mouse or the keyboard. Desk accessories are fully accessible from inside WordPerfect.

List Files - A complete set of disk utilities is included for total file maintenance.

Macros - Record any series of keystrokes or mouse actions and recall them with a single keystroke. Macros can be chained or conditional, as well as delayed.

Math - Math mode allows creation of numeric tables in your document, with automatic circulation of subtotals, totals, grand totals, or your own custom math functions.

Merge - Merge can be used to auitomate many office procedures, including forms, labels, contracts, and other time-consuming tasks. The Merge feature may also be combined with macros to create powerful user-defined functions.

Paragraph/Outline Numbering - Paragraphs can be automatically numbered in several Printer support - WordPerfect supports over 200 printers, including most laser printers. Documents can be printed using true proportional spacing, font downloading, or virtually anything else your printer is capable of.

Speller - A fast 115,000-word dictionary with phonetic and word-template look-up is included. Fully expandable, with legal and medical terms already included.

Table of Contents/Inde Generation - Create a table of contents or index for your document, consisting of up to five levels.

Text Columns - Up to five newspaper-style or static text columns may be displayed and edited on-screen.

Thesaurus - Synonyms and antonynms may be displayed for up to three different words at the same time.

Undelete - The last three deletions series for up to three different words at the same time.

Virtual Memory - Data can flow onto disk when computer memory is full. No longer are your documents limited by available memory, but only to disk size.

A complete manual, including graduated lessons, a thorough reference manual, and a color-coded keyboard template, provides ease of operation for both new and experienced WordPerfect users.

WordPerfect is scheduled for release this summer. Questions can be directed at Jeff Wilson, Manager of Development for Wordperfect Corporation, at CIS: 72447,3427, or write:

WordPerfect Corp.
288 West Center
Orem, UT 84057

Sex and the Single MIO

Reprinted from the PACE Newsletter

ICD's newest wonder device for the 8-bit machines, the MIO (Multi Input/Output), is actually many different devices in one. They are conveniently combined in a nice, attactive 9.5" x 25" package

The MIO replaces a parallel/serial interface, a printer buffer, a hard-disk interface, and a video interface. It is 850 compatible, so your old cables will work just fine. It also gives you ram-disk capability on up to 8 drives. The MIO comes in a 256K or a 1 Meg version. Since the 256K version cannot be upgraded by you (it must be sent to ICD) I recommend the 1 meg version.

The MIO plugs into the parallel bus of the 800XL or the 130XE (with an adapter). An optional 'hardware' 80 column adapter is also available.

The MIO comes pre-configured, yet you can configure it to your need with the built-in software. To access the software you just hold the SELECT key and press RESET. The MIO configuration software pops up instantaneously. Because it is built-in, no memory is taken up. It is here so that you can manipulate the 1 meg of memory as ramdisks on certain drives of your choice, all drives, one giant drive, and/or as a printer buffer. You can even configure your printer as a serial printer or as printer number 2! The possibilities are endless. One problem, when you turn your MIO off, the configuration will be lost, unless you have public domain configuration files which are not included.

To fully utilize the capabilities of teh MIO you would have to use SpartaDOS. I love SpartaDOS! After a week of learning it I wondered what I had been afraid of; it really is great. Actually, any dos that recognizes a ram disk will work; but to get the really BIG Ram disks, and to use them to their fullest potential, you will want to use SpartaDOS.

Do use like adventure games? I do, Infocom's are the best. The MIO really brings adventures to life. First set up the MIO for a Ram disk, let's try disk 3. Okay, now copy Zork (my favorite) into the Ram disk. Great. Now go to the MIO software (hold SELECT and press RESET), and switch drives, making drive 3 (the Ram disk) into drive 1. Now turn off your computer. (Don't worry, the MIO has its own power supply, and the contents of the Ram disk will remain).. Now hold down OPTION (no basic) and turn on your computer. Suprise! Zork is ready to go. No floppy disk to access, and this will be the fastest game of Zork that you have ever played!

Okay, now the disadvantages. If you have something in ram disk and reconfigure *anything* on the MIO, your work, game, message, text, whatever, will be lost. (This is the second creation of this article for that very reason). Once you realize that, you are in good shape. The only other complaint is that once the MIO is plugged into the computer, it (the MIO) must be turned on or the computer will not work. Of course, you can unplug it or turn the MIO on, so this is no biggie. We tried to come up with some bad things to say about the MIO, but could not. Really, this is an awesome addition to your computer system!

Now let's talk money. The MIO sells for around $300 (that's for the 1-meg version; as we said before, the 1 meg model is heavily recommended to get the fullest use out of the unit), but when you consider that you're getting a modem interface, printer interface, a hard disk inerface, a printer buffer, and 1 meg of memory, you are sure to come to the conclusion that you are getting your money's worth.

We give ICD a five star rating for this fine product. Okay, you software companies, let's see you support the MIO, and take advantage of its manyu uses and features!

- Joe Cullen
- Linda Marks
(P.A.C.E.)

(Editor's note: To keep the article in the spirit of a family oriented newsletter, all mention of sex has been edited out. I just forgot to change the title.)

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July 8-bit meeting will be **Thursday, July 2nd** (the first Thursday of the month, as always), at the new meeting place in Mira Mesa, at the Woods Clubhouse on Baywood, near Mira Mesa Blvd (See map int he June issue or call editor for directions). ST Workshop will be same place is has been, the North Park Rec Center, on Idaho off University. *Same time, different places!* Normal ST meeting will be **Monday, July 20th** (the third Monday of the month, as alays) at 6:30, in North Park, at the opposite end from where the ST Workshop will be held.

August 8-bit meeting will be **Thursday, August 6th**, at the Mira Mesa facility. ST workshop will be same time and date, at North Park. Normal ST meeting will be on